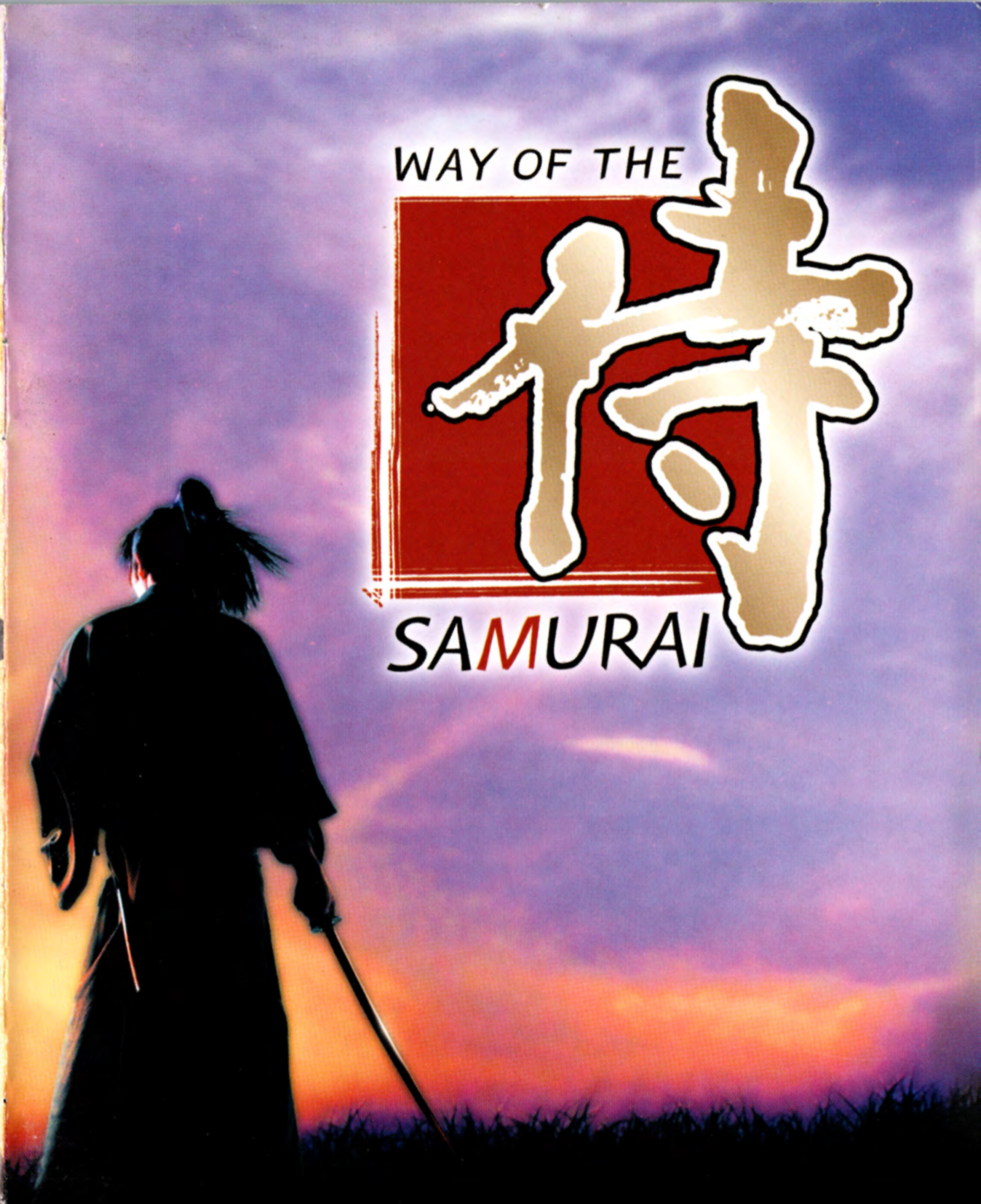
WAY OF THE SAMURAI



bam! entertainment™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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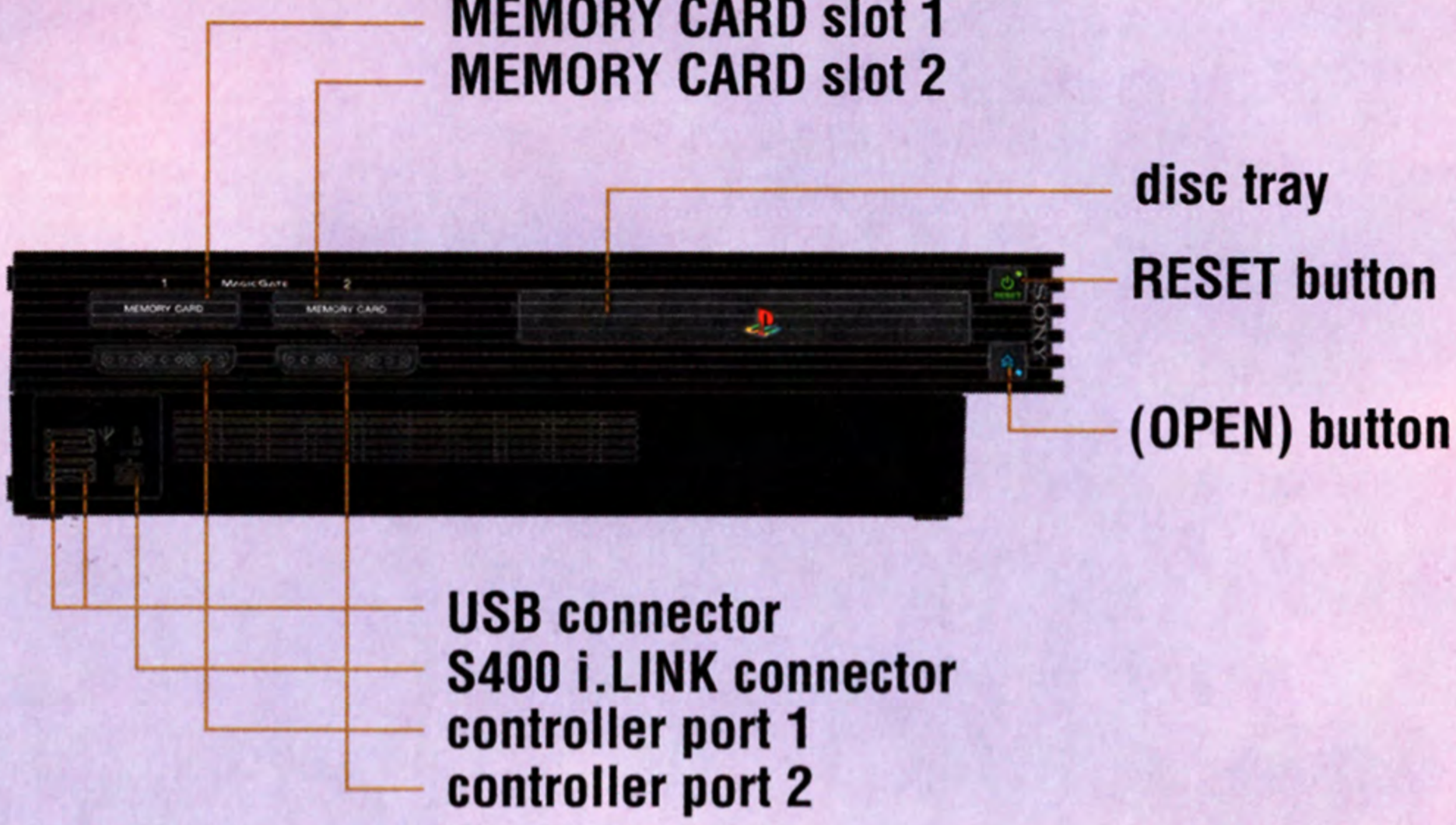
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Way of the Samurai** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Starting Up

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATION

	Command Selection	Without Sword	With Sword
left analog stick	Select Item	Move Player	Move Player
right analog stick	Not Used	Move Camera	Move Camera
directional buttons	Select Item	Move Player	Move Player
○ button	Not Used	Display Conversation Window	Display Conversation Window
× button	Confirm Selection	Jump	Jump/Confirm Selection
△ button	Cancel/Back	Not Used	Strong Attack
□ button	Not Used	Pick Up/Put Down	Weak Attack
START button	Not Used	Pause Menu	Pause Menu
SELECT button	Map Screen	Not Used	Map Screen
L1 button	Not Used	Draw Sword	Sheath Sword
L2 button	Not Used	Not Used	Not Used
R1 button	Not Used	Not Used	Guard/Block
R2 button	Not Used	Not Used	Press simultaneously with directional button to run
R1+ □ button	Not Used	Kick	Kick

- Conversation is only possible when there is a "Conversation Icon" in the bottom right-hand corner of the screen.
- Camera operation may not be available at all times.
- Press the right analog stick down (R3 button) to reset position of camera angle.

Way of the Samurai

The year is 1878. The collapse of the Tokugawa Shogunate and the rise of the Meiji Restoration Era has brought an end to the age of samurai. For centuries, Japan has remained untouched and separate from other cultures. But now Westerners have finally arrived on the island nation, rocking a culture that has developed in seclusion over hundreds of years. Born to a time that no longer needs or welcomes them, these samurai are a far cry from the heroes and legends that preceded them. This is a story of the Way of the Samurai in their final days.

Main Menu

The Main Menu

The main menu allows you to choose different game functions.

Start from Beginning

This option begins your adventure the first moment that you enter Rokkotsu Pass.

Continue Saved Game

This option allows you to load a saved game from your memory card if you have previously reached a save point in the game and properly saved the game.

Important Note:

Once you load a save game, the save game will be erased. If you shut off or reset your PlayStation®2 without reaching another save point, you will need to start your adventure over from the beginning.

Tutorial

When you first begin your adventure, you will participate in a short tutorial. If you select TUTORIAL from the main menu, you can view this tutorial again as well as other tutorials you may unlock by completing the entire adventure.

The OPTIONS Mode

The OPTIONS screen allows you to change many different settings within the game. For a complete description of the OPTIONS mode, please see page 14.

Starting Your Adventure

If you choose **Start from Beginning** from the main menu, you can begin your adventure. But before you can start, you must first choose your difficulty level. There are three difficulty levels; Easy, Normal and Hard. The harder the mode, the more difficult the enemies will be and the more Game Points you can earn.

Creating your Character

Before you enter Rokkotsu Pass, you must create your character.

Enter Name

To change the name of your character, use the use the left analog stick or the directional buttons to highlight Enter Name and press the ⊗ button. When the new screen appears, select a letter using the left analog stick or the directional buttons, and press the ⊗ button to enter the letter. (You may press the △ button to delete a letter) When you finish naming your character, press START to exit.

Select Head

To change the head and face of your character, use the use the left analog stick or the directional buttons to highlight Select Head and then press left or right to select a head. Press the ⊗ button to confirm your choice.

Select Body

To change the body and/or clothes your character will wear, use the left analog stick or the directional buttons to highlight Select Body and then press left or right to select a new robe. Press the ⊗ button to confirm your choice.

Select Weapons

To change the swords your character carries, use the left analog stick or the directional buttons to highlight Select Weapons and press the ⊗ button.

This screen shows you the various swords and their individual attributes. In the beginning of the game, you only have one sword. When you meet the swordsmith and he delivers swords to your warehouse, you will be able to select them from this screen.

Durability (Dur)

This shows the relative strength or hardness of your sword.

Life (Life)

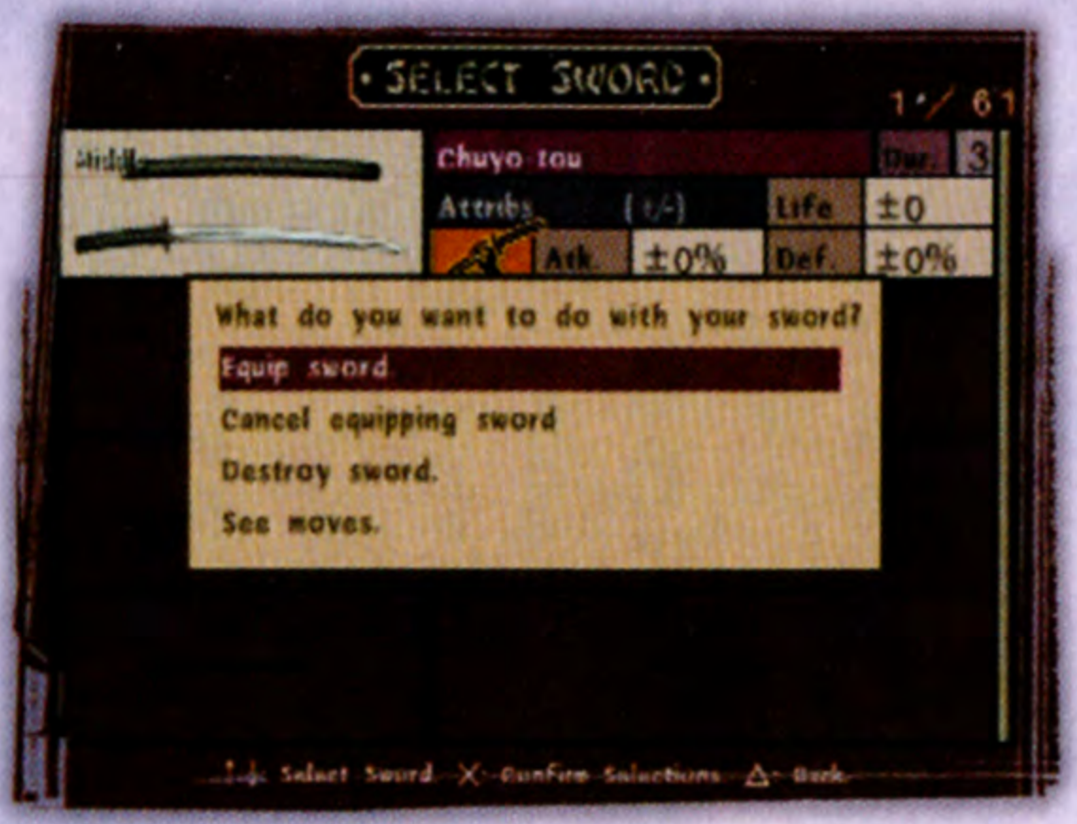
Certain swords will enhance or detract from your overall stamina.

Attack Power (Atk)

Certain swords will enhance or detract from your attacking ability.

Defense Power (Def)

Certain swords will enhance or detract from your defensive ability.



You can take a maximum of two swords with you into the game. Highlight the sword you wish to examine and press the ⊗ button. A menu will appear with the following options

Equip Sword

You will equip your character with the sword(s) of your choice. Your character can carry up to two swords at a time.

Cancel Equipping Sword

You can deselect a sword you have highlighted.

Remove Sword

The sword of your choice will be erased from the list.

See Moves

Information on the moves for the sword will be shown.

After you have equipped your sword(s), press the △ button to return to the Main Character Options screen.

Important Note:

When your character dies, you will lose all the swords in your possession unless they have been delivered to your sword warehouse by the swordsmith. (The maximum number of swords you can store is 61.) The swordsmith will make his deliveries to your sword warehouse each time you reach a save point.

Once you have made all your selections for your character, press the right analog stick to rotate your character to get one final look. If you are satisfied with the way he looks, press START to enter Rokkotsu Pass.

The Game Screen

This is the Typical Game Screen.

Stamina

This represents your overall health. You can pick up radishes and mushrooms to replenish your stamina.

Sword Hardness

This represents the overall strength of your sword. As you use your sword, the sword will heat up and the hardness level may start to glow red. If the entire sword hardness meter turns red, the overall sword hardness will decrease. If you are not careful, your sword will break.

Conversation Icon

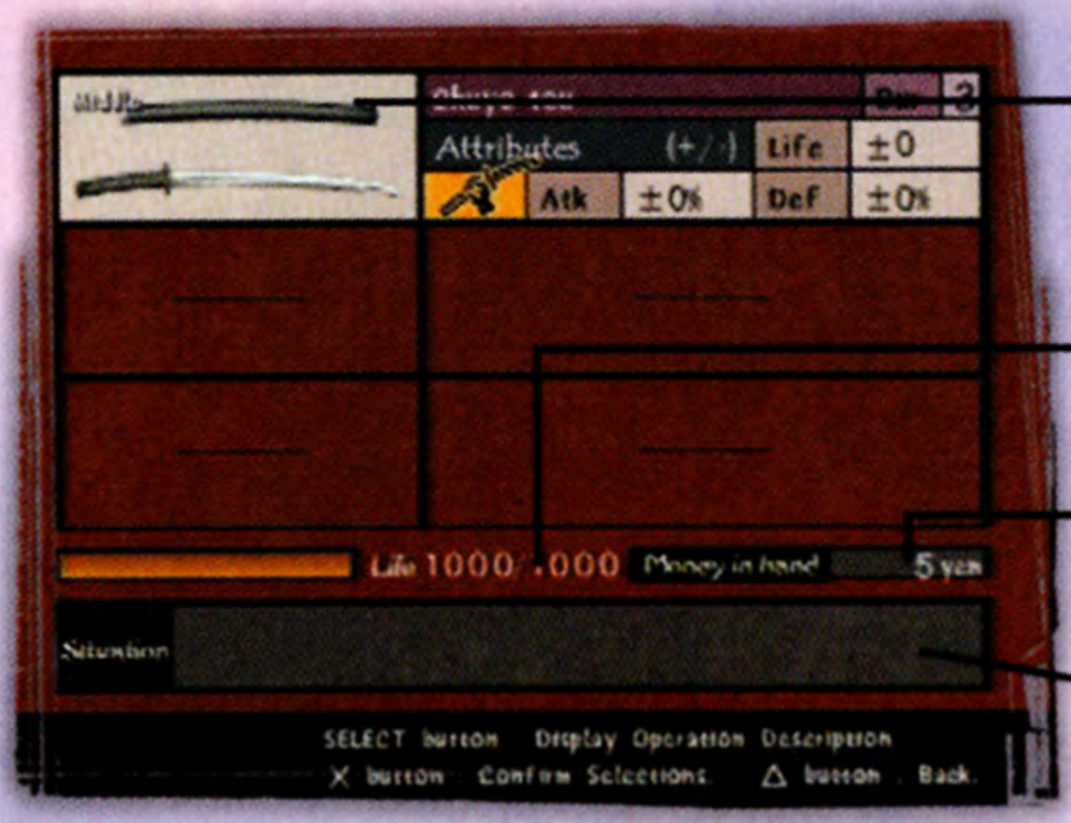
When this icon appears, you can speak with other characters by pressing the ◉ button.

Enemy Stamina

This represents the health of an individual enemy.

The Pause Menu

During play, press START to display the Pause Screen.



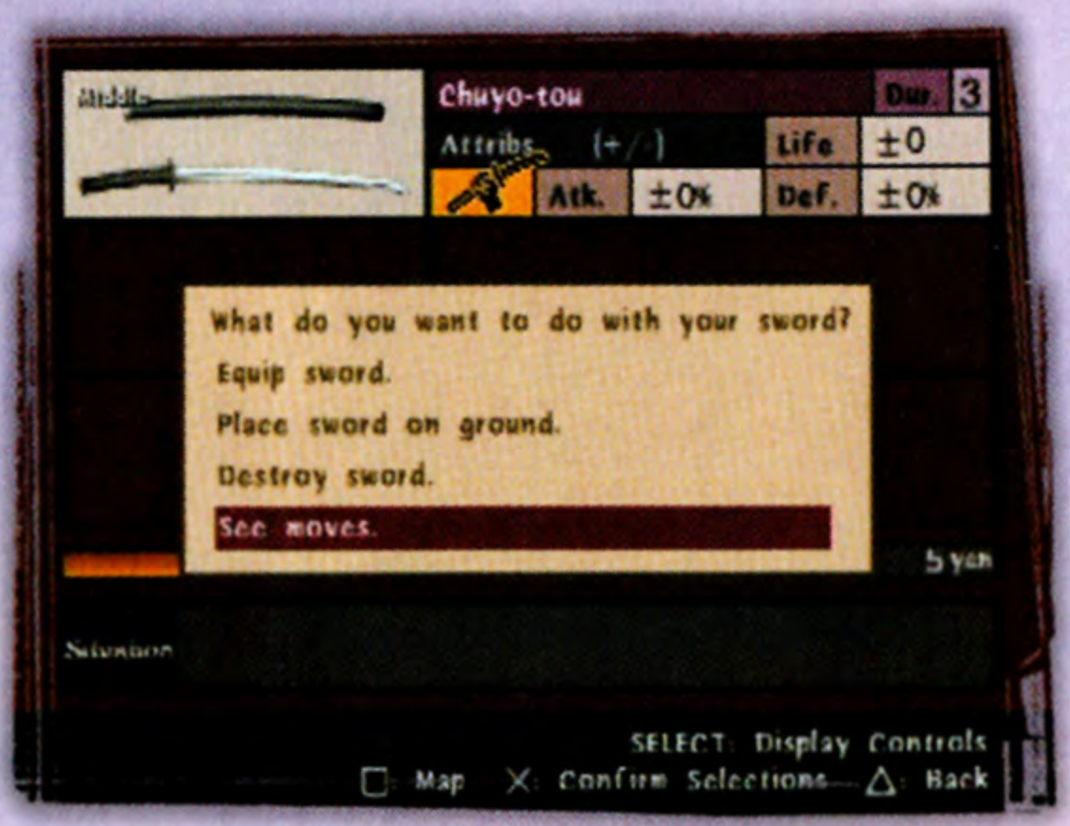
Swords Currently Possessed & Sword Currently Equipped

Stamina

Money (Yen)

Situation

Use up or down on the left analog stick or the directional buttons to select a sword, and then press the ⊗ button to display the following menu:



Equip Sword

You can equip the character with the sword of your choice.

Place Sword on Ground

You can put the sword of your choice on the ground. You can pick it up later.

Destroy Sword

You can destroy the sword. Once it is destroyed, you will lose it forever.

See Moves

You can see the commands for the techniques you can use, the attack power, and the assessed techniques your enemies have used.

Rokkotsu Pass Map

The Akadama Clan Mansion

A group which intends to overthrow the Meiji Government. They want to acquire the Kurou family's Iron Foundry to strengthen their military power.

The Railroad

The railroad that runs on the south side of the pass is referred to as the Fourth Test Run Line. Twenty to thirty round-trip tests are repeated every day.

The Iron Foundry

This Iron Foundry was invented by a Lusitanian and is called Arayan and is commonly called Arayan's Furnace. The Kurou family tried to enter into the iron-making business, but failed. The family is now trying to sell off the business to the government.

Ipponmatsu

A tree called the "Ipponmatsu" or "The Solitary Pine" towers over this clearing. Dojima, the swordsmith, has a small shop here.

The Station

Once bustling with many travelers, this town is now deserted. The Kurou family is trying to sell this town along with the Iron Foundry. The residents of the station may face eviction.

The Kurou Residence

This is the home of the Kurou family. They are the once-prosperous family that controls Rokkotsu Pass. They are now in need of money and are trying to sell the Iron Foundry to the government.

The Shrine

Built during the Shinto-Buddhism syncretist era, this shrine was built to shelter orphans. It is now abandoned.

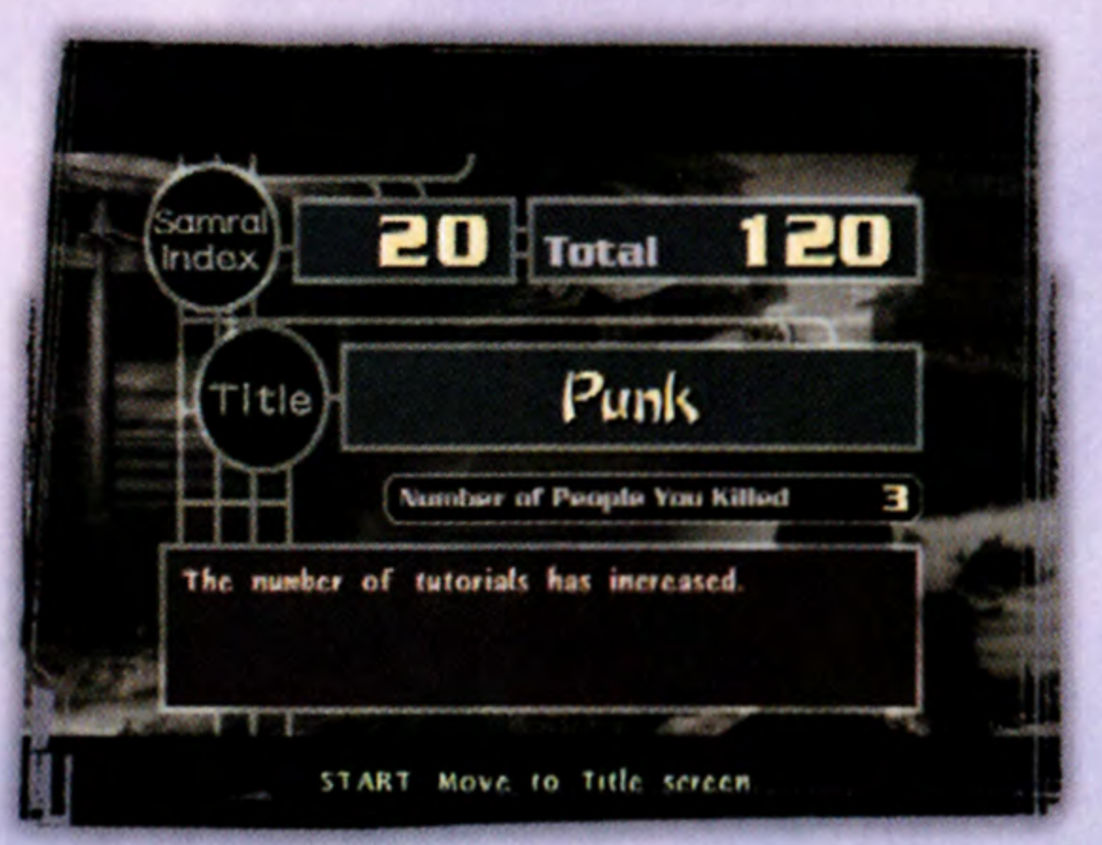
The Bridge

Three Corners Bridge lies at the entrance of Rokkotsu Pass. It received its name because three feudal provinces once met there.

Game Over

Game Over

This screen is displayed when you finish the game or die. According to how you do in the game, you may receive a reward.



As you gain Game Points (GP), you will earn more heads and robes to create your character, as well as unlocking additional tutorials and the Battle mode.

Battle Mode

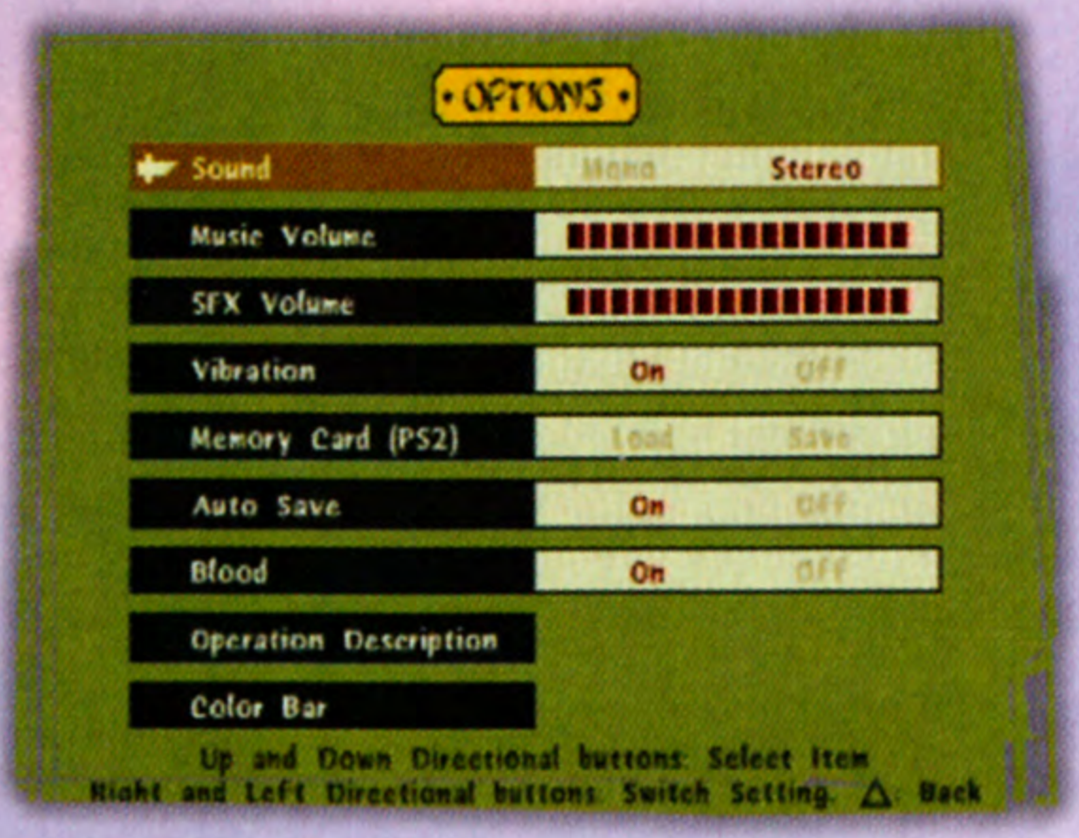
If certain conditions are met, the Battle Mode will be unlocked on the title screen. This mode allows you to test your sword fighting skill against a computer opponent (1P vs CPU) or against a friend (1P vs 2P).

Important Notes:

If you choose 1P vs 2P, make sure that a second controller is connected to controller port 2 before playing. In the 1P vs 2P mode, each player can load his own swords data from his memory card.

The Battle Settings (press the START button) allow you to change the time limit of a match and the number of rounds and to maintain sword hardness between rounds.

Options



Sound

This allows you to choose between MONO or STEREO sound.

Music Volume

This allows you to raise or lower the music volume.

SFX Volume

This allows you to raise or lower the Sound Effects volume.

Vibration

This allows you to turn on or off your controller's vibration function.

Memory Card

This allows you to load or save the system file to or from your memory card.

Auto Save

This allows you to turn on or off automatic saves at the game's designated save points.

Blood

This allows you to turn on or off the blood seen in the game.

Operation Description

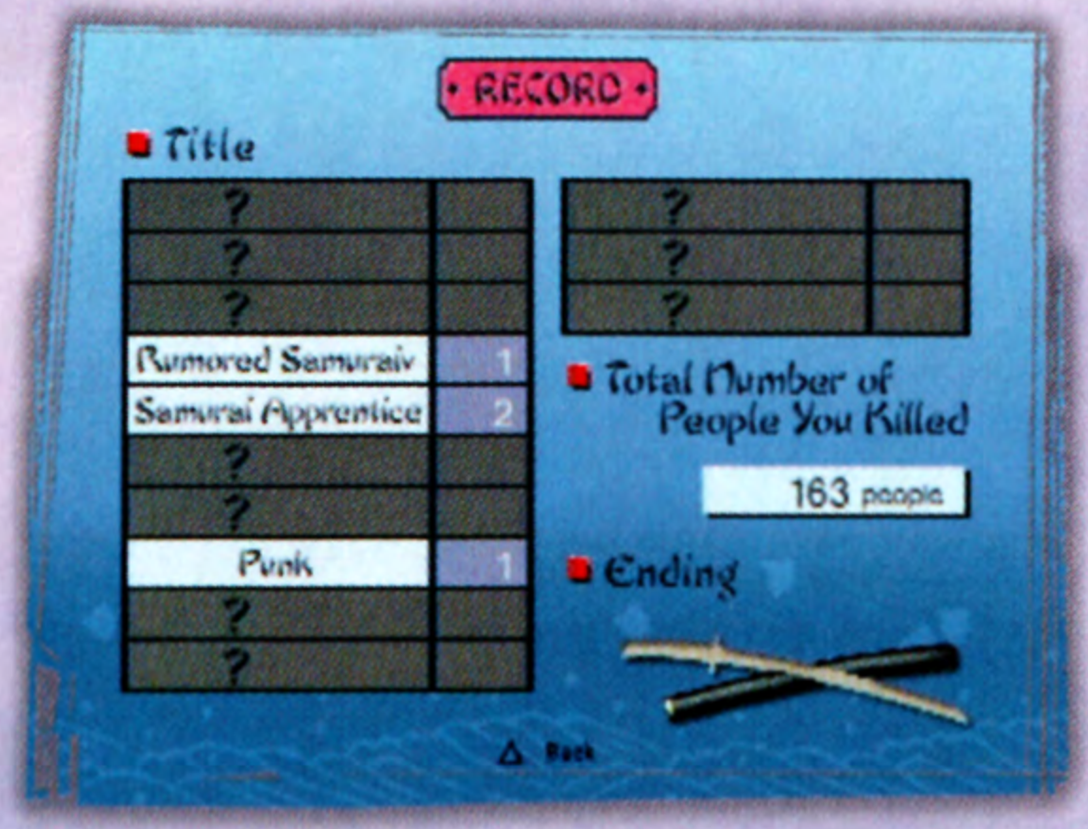
Choosing this option will allow you to see the basic controls used in the game.

Color Bar

Choosing this option will allow you to see color bars that can be used to adjust your television's color display.

Record

The Record screen that appears on the main menu after you have completed part of the game, indicates the various rankings that you have received on your various adventures. With practice, you will become a legendary samurai.



Hints

- Basically, you can't hop around during a major event. Don't assume you can escape anytime you want!
- You will be in big trouble if you hire the Swordsmith when you don't have money. Don't waste your money!
- In order to strengthen your sword you must have the sword delivered by the blacksmith before you die.
- You don't have to intervene in every event. If you are not confident enough to win, just stand back and watch what happens!
- In the events where you are with your allies, remember to make full use of their help!
- You will not always be evaluated based on whether you are a good or a bad guy.
- The more you use a sword, the more moves and techniques you can "create." Each move and technique is applied only to that particular sword
- When you are successfully "matched," you may sometimes be able to "disable" your enemy's technique (All great techniques can be disabled). Your enemy can never use the techniques you have disabled against you!
- Don't give up even if you're knocked down! You can either guard or counterattack!
- You can't run while you are targeting an enemy. However, pressing and holding the R2 button will let you move freely. Use this button to attack a different enemy or to escape temporarily.
- If you are thrown, press the R1 button before you slam onto the ground to assume the defensive position. The defensive position makes you unapproachable, protecting you from further attacks!
- After you've been knocked down, you can get up in one of two ways: by pressing and holding the R1 button (the guarded recovery), or by pressing the △ or □ button (the attack recovery). Use the right way depending on your enemy's position!

Advanced Fighting Techniques

Mastering Off-Balance Techniques

When you can't do any damage to your enemy because he is blocking all of your moves, try off-balance techniques.

When your weak attack is blocked, push the left analog stick or the directional button either towards or away from your enemy. Whether or not you can cause your enemy to go off-balance depends on relative effectiveness of the actions you and your enemy take. When you are blocking your enemy's attacks, try to cause your enemy to go off-balance by pushing or pulling.
Once your enemy is off-balance, press the △ button to make a strong attack.

Example:

You can try to cause your enemy to go off-balance either when you block your enemy's weak attack or when your enemy blocks your weak attack.

Pushing (Forcing your enemy's guard open)

When your weak attack is blocked, press the left analog stick or the directional button towards your enemy. You will successfully force your enemy to lean back. Now hit him with a strong attack!

Pulling (Parrying)

When your weak attack is blocked, push the left analog stick or the directional button in the opposite direction of your enemy. You can successfully fend off your enemy and get back the advantage.

Off-Balance Techniques

The completion of off-balance techniques depends on the relative effectiveness of the actions that an attacker (who forces the other to block a weak attack) and a blocker (who blocks a weak attack) take.

If both sides back off, both characters will make a movement indicating the failure of backing off.

A chain attack (three weak moves in a row) from an attacker cancels the push or pull actions of someone who is blocking.

Learn Your Enemies' Habits

Your enemies will also try to throw you off-balance. Even though you can easily cause inexperienced fighters to go off-balance, you may not be able to do the same with stronger enemies. In that case, finding the habits of those characters may give you a shortcut to victory.

Fighting While Off-Balance

When you are off-balance, you are at a disadvantage. But you can avoid further attacks from your enemy. If you find you are off-balance, push the left analog stick or the directional button away from your attacker. This will enable your character to step out of danger and avoid your enemy's attacks.

- Upward-cutting and thrusting techniques can be effectively avoided by stepping sideways.

- Rotating techniques do not allow you to step sideways, but if you step backward your enemy cannot reach you.

Predicting all the techniques of your enemies is very difficult and you cannot avoid all attacks. In addition, walls and other geographical features may prevent you from avoiding your enemies' attack.

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This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship. To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties your are experiencing to the address listed below:

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